Deluxe Invaders™

by Roklan Corporation

SOFTWARE LOADING INSTRUCTIONS

ROM CARTRIDGE

Connect the Atari 800/400™ to the TV Switchbox and Power Supply as shown in the owner's manual. Turn the Power Switch Off and Pull the Cartridge Door Release Lever toward you to open the Cartridge Door.

Insert the Cartridge into the Slot with the label facing you and Press Down carefully and firmly. Make sure you use the Left Slot if you have an Atari 800™. (The cartridge is keyed so it cannot be installed backwards.)

Close the Cartridge Door and Turn the Power Switch On.

SELF-LOADING DISKETTE

Connect the Atari 800/400™ to the TV Switchbox, Power Supply and Atari 810™ Disk Drive as shown in the owner's manual. Turn the Computer Power Switch Off and Turn the Disk Drive Power Switch On. Make sure that there is no Cartridge in the Cartridge Slot and the Cartridge Door is Closed.

Insert the Diskette into the Disk Drive and Close the Disk Drive Door.

Turn the Computer Power Switch On and the program will automatically start loading into the computer.

SELF-LOADING CASSETTE

Connect the Atari 800/400™ to the TV Switchbox, Power Supply and Atari 410™ Program Recorder as shown in the owner's manual. Turn the Computer Power Switch Off and Place the Cassette in the Program Recorder. (The program is recorded on both sides of the cassette.) Make sure that there is No Cartridge in the Cartridge Slot and the Cartridge Door is Closed.

Rewind the Cassette to the Start of the Tape. Stop the Tape and Press the "Play" Button on the Program Recorder. Hold the Start Button of the Computer Down and Turn the Computer Power Switch On. The computer should respond with a "beep" from the keyboard speaker. You must now Press the "Return" Key on the Computer Keyboard. As soon as you do this, the Cassette will start Loading the Program into the Computer. After a short wait, the Program will Load itself in and start execution automatically.

GAME INSTRUCTIONS

Attract Mode

When the program is loaded it will go into the attract mode sequence which will explain the scoring and how to play the game. To Exit the Attract Mode, just Press the Start Button.

1 or 2 Player Game

Plug a Joystick into Port 1. For a two-player game, both players must use the same Joystick. Since only one player can play at one time, sharing the Joystick should not be a problem. Just be prepared to Pass the Joystick to the other player when your turn has ended.

Options

To Start Play, Press the Start Button or the Joystick Trigger. The Joystick Trigger will not restart the game while you are playing. To Restart the game while you are playing, you must Press the Start Button. If you should decide to change the game options (number of players or difficulty) while you are playing, Press Option or Select and you will be Returned to the Option Screen with the same Parameters you chose at the beginning of the game.

For a two-player game, Press the Select Button. To return to a one-player game, Press the Select Button once again. To start at a higher level of difficulty, Press the Option Button. Level 1 is easiest, while level 9 is the hardest. (See the Option Matrix below.)

Pause

To Pause the Game, Press the Space Bar on the Computer Keyboard. To Resume Play, Press the Space Bar once again.

Difficulty Level

The difficulty of the game is determined by the number of invaders which split into two (2) invaders when shot. This requires you to shoot them three (3) times before killing them, costing you precious seconds of time. These "dual" invaders are always found in the middle two rows.

Each level will cycle 11 times, and every invasion of that level will start closer and closer to the lunar surface which you are trying to defend. If you can survive the 11th invasion of that level, the invaders will go back to the top of the screen and you will now have two (2) extra dual invaders to destroy.

Remember—not only do you have to avoid the death bombs dropped by the creatures, you must also prevent them from landing. If they land, you are finished.

LEVEL	# OF INVADERS
1	0
2	2
3	4
4	6
5	8
6	10
7	12
8	14
9	16

GOOD LUCK—THE DEFENSE OF THE GALAXY IS IN YOUR HANDS.